What is claimed is:

 A method for determining a jitter buffer depth target comprising steps of: determining a radio frequency (RF) load metric corresponding to a base site; comparing the determined RF load metric to an RF load threshold to produce a comparison; and

determining a jitter buffer depth target based on the comparison.

- The method of claim 1, wherein when the determined radio frequency (RF) load metric is greater than the RF load threshold, a jitter buffer depth target is used that is appropriate for a communication using retransmissions.
- 3. The method of claim 2, further comprising a step of determining to transmit frames at a lower power level when the when the determined radio frequency (RF) load metric is greater than the RF load threshold.
- 4. The method of claim 2, further comprising a step of determining to retransmit erroneously received frames when the determined radio frequency (RF) load metric is greater than the RF load threshold.
- 5. The method of claim 1, wherein when the determined radio frequency (RF) load metric is less than the RF load threshold, a jitter buffer depth target is used that is appropriate for a communication using a reduced number of retransmissions.
- 25 6. The method of claim 5, further comprising a step of determining to transmit frames at a higher power level when the when the determined radio frequency (RF) load metric is less than the RF load threshold.
 - 7. The method of claim 5, further comprising a step of determining to reduce or eliminate the use of retransmissions of erroneously received frames when the determined radio frequency (RF) load metric is less than the RF load threshold.

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- 8. In a packet data communication system comprising a transmitting communication device and a receiving communication device that are each in wireless communication with a wireless infrastructure, a method of conveying data from the transmitting communication device to the receiving communication device comprising steps of:
- establishing a reverse link between the transmitting communication device and the wireless infrastructure;
- establishing a forward link between the wireless infrastructure and the receiving communication device, wherein the reverse link is established prior to the establishment of the forward link; and
- signaling a user of the transmitting communication device to begin transmitting data prior to the establishment of the forward link.
 - 9. The method of claim 8, wherein the receiving communication device comprises a jitter buffer in communication with a jitter buffer, and wherein the method further comprises steps of:

receiving, by the receiving communication device, a first set of data transmitted by the transmitting communication device;

storing, by the receiving communication device, the first set of data in a jitter buffer:

determining a quantity of data stored in the jitter buffer; and

when the determined quantity of data stored in the jitter buffer is less than a predetermined quantity, conveying at least a portion of the first set of data stored in the jitter buffer to the jitter buffer prior to determining that the first set of data is correct.

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10. A method for determining a size of a jitter buffer comprising steps of: determining a number of retransmissions permitted of an erroneously received frame; and

determining a size of the jitter buffer based on the determined number of 5 permitted retransmissions.

- 11. The method of claim 10, further comprising a step of determining a number of bearer channels over which the frame is being transmitted, and wherein the step of determining a size of a jitter buffer comprises a step of determining a size of a jitter buffer based on the determined number of permitted retransmissions and on the determined number of bearer channels.
- 12. The method of claim 11, further comprising a step of determining an amount of time that expires between the transmission of an acknowledgment of an erroneously received frame and a reception of a retransmitted frame in response to the acknowledgment over each of the traffic, or bearer, channels to produce a round trip time period, and wherein the step of determining a size of a jitter buffer comprises a step of determining a size of a jitter buffer based on the determined number of permitted retransmissions and the round trip time period.

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13. A method for reducing system delay in a wireless packet data communication system comprising a plurality of forward links and a plurality of reverse links, wherein each forward link of the plurality of forward links and each reverse link of the plurality of reverse links comprises a plurality of traffic channels and a supplemental channel, the method comprising steps of:

building a radio frequency (RF) link in a reverse link assigned to a first mobile station as part of a set up of a dispatch call involving a plurality of mobile stations;

assigning a supplemental channel in at least one of the plurality of reverse links and plurality of forward links to the dispatch call; and

when there is a switch in who is speaking in the dispatch call, transmitting frames over the assigned supplemental channel and until jitter buffers of each of the non-speaker mobile stations participating in the call are filled.

- 14. A method for constraining a size of a jitter buffer comprising steps of: erroneously receiving a frame and acknowledging the erroneously received frame; counting down a holdoff time period, wherein the holdoff time period is a period of time that expires while the listener MS awaits a retransmission of the erroneously received frame;
- when the holdoff time period expires without the receiving a retransmission of the acknowledged frame, retransmitting the acknowledgment; and

when the erroneously received frame is a retransmitted frame or a non-audio information frame, reducing a length of the holdoff time period.

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